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DAWN OF THE DRAGON

AVAILABLE NOW

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 Fantasy Violence
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DOLBY
 PRO LOGIC II

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activision.com

PRINTED IN USA

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Wii™

CRASH™

MIND OVER MUTANT



INSTRUCTION BOOKLET

ACTIVISION®

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

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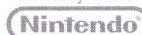
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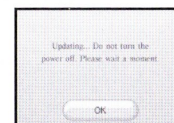
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SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.



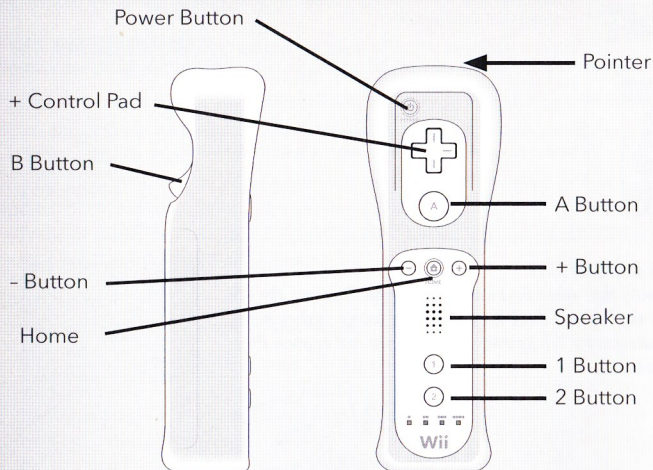
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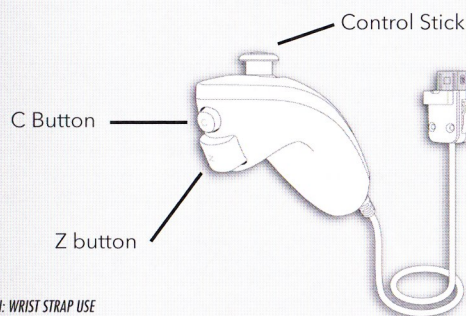
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Wii REMOTE™



NUNCHUK™



⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during gameplay.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during gameplay.
- Dry your hands if they become moist.
- Allow adequate room around you during gameplay and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

BASIC CHARACTER CONTROLS

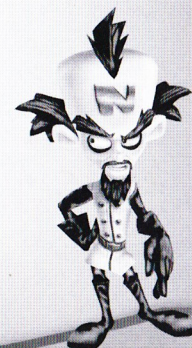
BASIC CONTROLS

Movement	Control Stick
Jump	A Button
Double Jump	A Button + A Button
Spin Jump	Shake Wii Remote + A Button
Light Attack	B Button
Spin Drill Attack	A Button to jump, then B Button to Attack
Heavy Attack	Z Button
Charged Attack	Hold Z Button
Counter Attack	Z + Z Button when you see dodge arrow (☆)
Spin Attack	Shake Wii Remote
Jack	+Control Pad Down (enemy must be stunned)
Store Mutant	+Control Pad Up
Collect Mojo	Point the Wii Remote at the Screen
Block	C Button
View Map	- Button

These are the basic moves, but there are more advanced moves that Crash learns once he starts to take over creatures. These are explained later in more detail.

MIND OVER MUTANT

A rejuvenated and reinvigorated Dr. Cortex is back! He's feeling old-school and in charge of his evil life again. His new technological gadget is taking the mutant world by storm! The bad kind of storm, not the normal lightning kind. Those who fall prey to Cortex's techno-gadget become ferocious monsters dedicated to Crash Bandicoot's destruction! But how did Cortex build his device? What evil hands have guided Cortex along his new evil path? Only Crash and Aku Aku, and maybe Coco, can save the day!



MAIN MENU

New Game

- Start the game from the beginning

Load Game

- Load a previously saved game

Credits

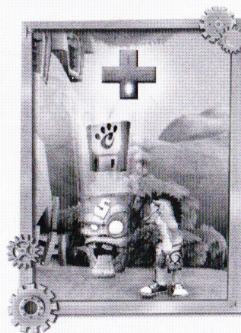
- See who made and produced this game

Pause Screen

- **Resume Game** - Return to the game in progress
- **Missions** - View missions and game map
- **Tutorials** - Review Crash and enemy moves
- **Options** - Adjust sound effects, music and control options
- **Quit Game** - Quit the game
- **Save Game** - Save the game at any time

Saving Your Game

Walk up to a Save Tiki Mask and press the +Control Pad Down to save your game.



HOW TO PLAY

Explore Wumpa Island and the surrounding environments to uncover the mystery behind the NV. When you see characters with  over their heads, talk to them. They have important information that you need to continue your journey.

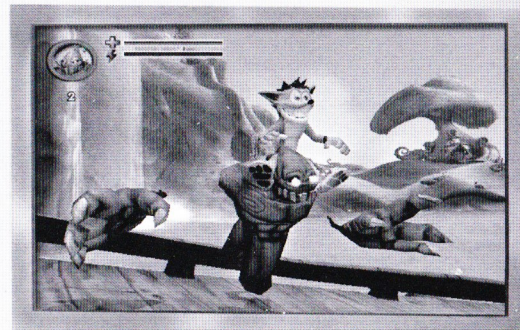
If you're not sure what to do next—or if you want to explore your optional missions—press the - Button to go to the missions and map screen.

The first selection is always your current story mission. Press the A Button to learn more about it, or scroll through the optional missions. Hold the C Button to scroll around the map.



THE GAME SCREEN

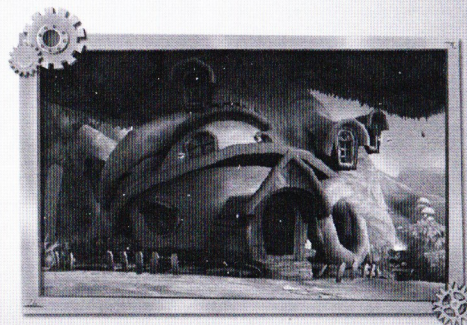
- Crash Health
- Crash Upgrade Bar
- Mutant Health
- Mutant Special Meter
- Mutant Upgrade Bar



CRASH'S HOUSE

Go inside Crash's house

- Change skins
- View the mutants you've met
- View concept art
- Watch an in-game movie
- See Crash's stats, including Percentage Game Complete

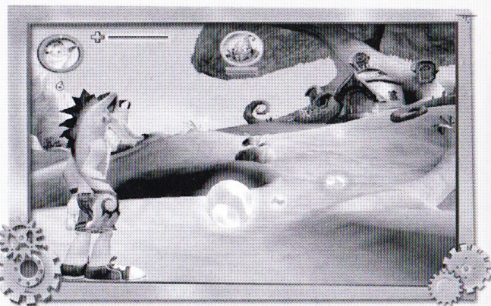


UPGRADES

When you defeat enemies or destroy objects, they release magical Mojo. Collect Mojo to upgrade Crash and mutants.

HINT

Don't forget Tap Up on the +Control Pad to Store a Mutant. Tap Down on the +Control Pad to Jack a Mutant. Pressing Up on the +Control Pad with a Mutant stored while Jacked on a Mutant, will automatically switch the two Mutants.



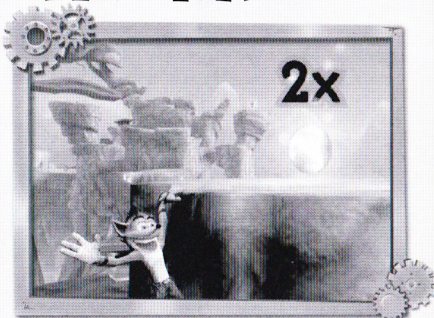
HINT

Whoever collects the mojo, Crash or the mutant he is riding, earns the mojo. So if you want to upgrade your favorite mutant, use it often!

MOJO TO THE MAX

HINT

Taking a hit cancels the multiplier. The key to reaching a maximum multiplier is to avoid taking hits and blocking attacks with the C Button.



It will take forever to earn upgrades unless you learn how to multiply your mojo. As you hit mutants without taking any hits yourself, your hit counter increases. This adds to the mojo multiplier shown over your character. The better you fight, the higher your multiplier. It can go as high as 20x, earning you twenty times the mojo you'd normally get.

HINT

Small mutants can really pay off with big multipliers. Learn how to fight them without taking hits.

POWER-UPS

Keep an eye out for the many special items and power-ups hidden on Wumpa Island.

Wumpa Fruit

Restores health to Crash and Mutants

Golden wumpa fruit permanently upgrades Crash's health bar

Special Fruit

Restores Mutant's special bar (comes in small and large)

Timer Collectible

Initiates timed mojo game challenge

Keys

Open locked doors

Treasure Chest

Collect a special item

Voodoo Dolls

Collect a set to unlock bonus content

Quad Damage

Multiplies damage 4x for a short time

Red Shoe

Gives Crash a super-kick attack for a short time

Mojo

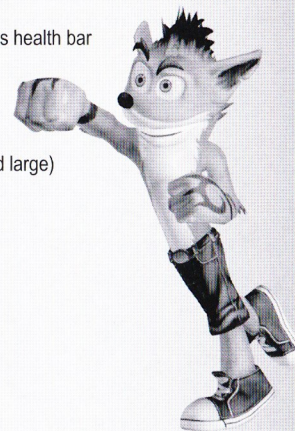
Small, value = 1

Medium, value = 5

Golden Mojo, value = 100 (rare)

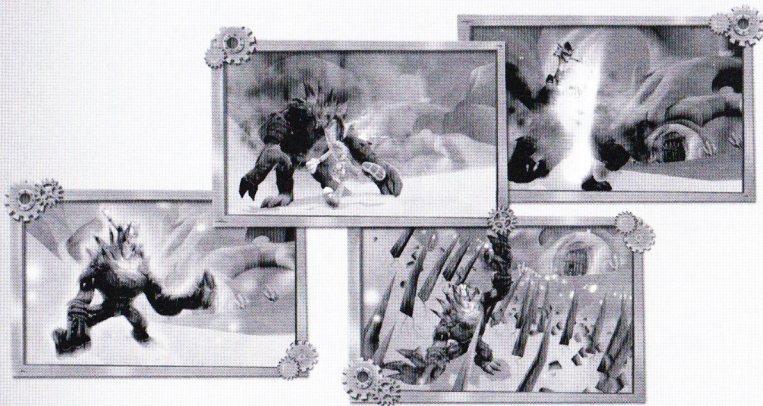
2x, Mojo power-up

Green, collect within time challenge



HOW TO JACK A MUTANT

Attack your mutants with ferocity! The star meter over their heads shows how close they are to being stunned. When an enemy is stunned, ★ appears over its head. Press the +Control Pad Down to Jack the enemy and place it under Aku Aku's magic spell, allowing complete control of the mutant.



HOW TO BE A GREAT PLAYER

To be a successful fighter, you need to know that Crash and all Jackable mutants have different fighting strategies:

Block - Protect yourself from light attacks by blocking with the C Button.

Light Attack - If a mutant is winding up for a slow, heavy attack, hit them quickly by pressing the B Button to interrupt their attack.

Block Breaker - If your opponent is blocking, use your heavy attack (Z Button).

Counter Attack - (as Crash only) When you see ★ on the screen, quickly double-tap the heavy attack button (Z Button) to dodge and execute a powerful counter-attack. This is Crash's most powerful move!

ADVANCED TIP

If a mutant blocks while you are mid-way through a light attack combo, quickly tap your block key to interrupt the attack, then use your block breaker on them.

CONTROLLING MUTANTS

Melee Mutants - Up close and personal

While Jacked, your controls are very similar to Crash's:

Light (quick) Attack - B Button

Jump - A Button

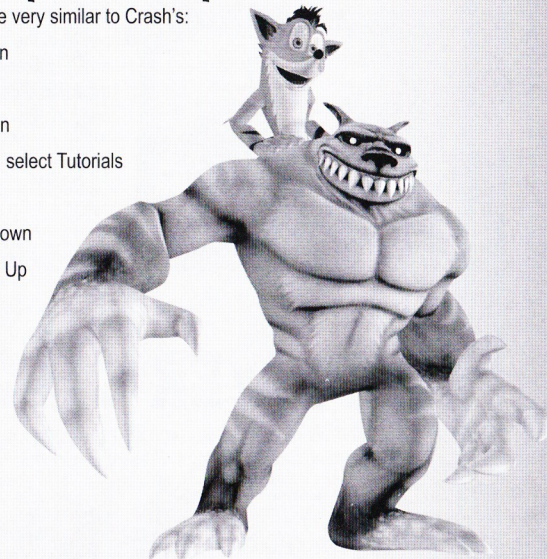
Heavy (slow) Attack - Z Button

Special Attack - Pause game, select Tutorials

Block - Hold the C Button

Unjack/Jack - +Control Pad Down

Store/Retrieve - +Control Pad Up



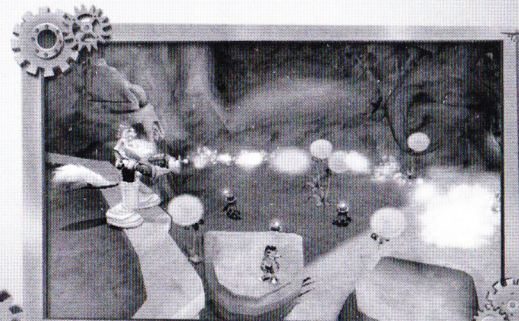
Projectile Mutants - Take them down from afar

Keep in mind that some mutants can shoot.

Jump - A Button

Shoot - Aim with the Wii Remote and press the B Button

Melee Attack - Z Button



Using Mutant Special Attacks

When riding on a mutant, pause the game and select Tutorial for instructions on how to do the mutant's special attacks. You can only do a special attack when your mutant's special bar is full.

The Power of Destruction



To break large objects, you will need the power of the mutants. If you attack an object and it shakes but remains undamaged, it means you do not have the power—you'll need to Jack a bigger mutant.

MULTIPLAYER CO-OP MODE

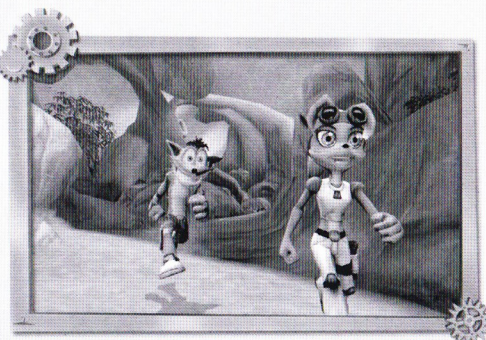
Press the + Button on the Wii Remote at any time to join the game in co-op play. Player 2 will appear as a mask floating around Player 1. Press the +Control Pad Down to enter or exit the mask.

Use the power of teamwork to overpower mutants and collect Mojo faster. Jump out of the mask when mutants appear for twice the punchy-punch, or use the mask's magic to shoot those dastardly mutants.

Talk to your partner. Communication is the key!

When in the mask, you can acquire a more powerful projectile by spinning your controller's analog stick around five times. When you feel the rumble, let loose the engines of destruction!

HINT



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Customer Support

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Internet: <http://www.activision.com/support>

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Note: Internet support is handled in English only.

Note: The multiplayer components of Activision games are handled only through Internet support.

Phone: (310) 255-2050

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